REMARKS

In the Office Action mailed on August 6, 2008, the Examiner indicated that Applicant has suggested an interference pursuant to 37 C.F.R. § 41.202(a) in a communication filed August 21, 2003, but failed to submit all information required under 37 C.F.R. § 41.202(a). Applicant responded on September 5, 2008. In a followup call with the Examiner on December 12, 2008, the Examiner requested amendment of Claim 56 to remove duplicative language. By this paper, Applicant has amended Claim 56 accordingly. In addition, the corresponding information provided herein in response to the August 6, 2008 Office Action has been updated accordingly. Hence, the present paper effectively replaces and supersedes the response filed on September, 5, 2008.

Applicant respectfully repeats its position that Applicant has not suggested an interference pursuant to 37 C.F.R. § 41.202(a). "However, Applicant had merely notified the Examiner, in furtherance of Applicant's duty of disclosure, that the "present application, as amended, has claims copied from U.S. Patent Application No. 10/116,424, filed April 3, 2002, entitled "SECURED VIRTURAL NETWORK IN A GAMING ENVIRONMENT", U.S. Patent Publication No. US 2002/0116615 A1." Transmittal, filed August 21, 2003. Thus, Applicant submits that it has not suggested an interference pursuant to 37 CFR 41.202(a). See an Amendment filed July 17, 2007.

Nonetheless, Applicant hereby submits certain and all information required under 37 C.F.R. § 41.202 and listed in the Office Action to comply with the Examiner's request for such information supporting a suggestion for an interference pursuant to 37 C.F.R. § 41.202.

37 C.F.R. § 41.202(a) allows an applicant to suggest an interference with another application or a patent. The suggestion must: (1) provide sufficient information to identify the application or patent with which the applicant seeks an interference, (2) identify all claims the applicant believes interfere, propose one or more counts, and show how the claims correspond to one or more counts, (3) for each count, provide a claim chart comparing at least one claim of each party corresponding to the count and show why the claims interfere within the meaning of § 41.203(a), (4) explain in detail why the applicant will prevail on priority, (5) if a claim has been added or amended to provoke an interference, provide a claim chart showing the written description for each claim in the applicant's specification, and (6) for each constructive reduction

to practice for which the applicant wishes to be accorded benefit, provide a chart showing where the disclosure provides a constructive reduction to practice within the scope of the interfering subject matter.

Pursuant to 37 C.F.R. § 41.202, Applicant submit the following information.

(1) Identification of the patent – 37 CFR § 41.202(a)(1)

The suggested interference is between the above-captioned application and the U.S. Patent Application No. 10/116,424, filed April 3, 2002, entitled "SECURED VIRTURAL NETWORK IN A GAMING ENVIRONMENT", U.S. Patent Publication No. US 2002/0116615, now U.S. Patent No. 7,168,089, issued January 23, 2007, having Binh Nguyen as the first named inventor and assigned to IGT, hereinafter referred to as the "IGT Patent."

(2) Presentation of the Proposed Counts – 37 CFR § 41.202(a)(2)

The Examiner requested that Applicant identifies all of the interfering claims and shows how the claims correspond to the counts. Pursuant to the Examiner's request, Applicant identifies all of the interfering claims, and shows how the claims correspond to the counts.

Claims 29-32, 35-43, 49, 56-58, 60-72, 93, 94, 96, 100, 101, 103-106, 112, 113, 115, 117, 119-124, 131, 136, 144, 145, 151, 152, 155, 157, 161, 165-167 are pending in the present application. The IGT patent includes Claims 1-136.

The proposed Count 1 of the interference is as follows:

Count 1

The subject matter of Count 1	Claims of IGT Patent corresponding to Count 1	Claims of the present application corresponding to Count 1
56. In an authorization agent, a method of regulating a transfer of gaming information between two gaming devices, the method comprising: receiving a gaming information request message with gaming transaction	Claims 1-136	Independent Claims 29, 56, 93, 112, 131, 151, 165

The subject matter of Count 1	Claims of IGT Patent corresponding to Count 1	Claims of the present application corresponding to Count 1
information from a first gaming device; validating the gaming information request using the gaming transaction information; and sending an authorization message to the first gaming device wherein the authorization message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming information to the second gaming device in response to the authorization message; wherein the gaming information is for a game of chance played on a gaming machine.		

Claims 166 and 167 of the present application relate to a system for communicating gaming information, including a gaming machine, a remote computer, and a gaming server. This subject matter is not covered by any claim of the IGT patent. Therefore, it is respectfully submitted that Claims 166-167 define separate patentable inventions from the claims corresponding to the counts below.

(3) Explanation of Why the Claims Interfere – 37 CFR § 41.202(a)(3)

The following claim charts compare certain claims of the present application with all the claims of the IGT patent. The claim chart also shows why the claims interfere within the meaning of 37 C.F.R § 41.203(a).

COMPARISON OF PENDING CLAIMS WITH THE IGT PATENT CLAIMS

Pending Claim 29	IGT Patent Claim 1	Reason for Interference
In an authorization agent, a method of generating a gaming transaction record used to facilitate a transfer of gaming information between two gaming devices, the method comprising	In a software authorization agent, a method of generating a gaming software transaction record used to facilitate a transfer of gaming software between two gaming devices, the method comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious the other as to the preamble recitation.
receiving a gaming transaction request from a first gaming device;	receiving a gaming software transaction request from a first gaming device;	Each claim would anticipate or render obvious as to this limitation.
authenticating an identity of the first gaming device;	authenticating an identity of the first gaming device;	Each claim would anticipate or render obvious as to this limitation.
generating a gaming transaction record comprising gaming transaction information;	generating a gaming software transaction record comprising gaming software transaction information that is used to approve or reject the transfer of gaming software from a second gaming device to the first gaming device	Each claim would anticipate or render obvious as to this limitation.
sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby	sending an authorization message to the first gaming device wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to the second gaming device and wherein the first gaming device and the second gaming	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 29	IGT Patent Claim 1	Reason for Interference
the first gaming device transfers the gaming information to the second gaming device in response to the message;	device are separate from the software authorization agent;	
Wherein the gaming information is for a game of chance played on a gaming machine.	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on the gaming machine.	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 29	IGT Patent Claim 52	Reason for Interference
In an authorization agent, a method of generating a gaming transaction record used to facilitate a transfer of gaming information between two gaming devices, the method comprising	In a software authorization agent, a method of providing gaming software transaction information, the method comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious the other as to the preamble recitation.
receiving a gaming transaction request from a first gaming device;	receiving a gaming software transaction information request from a gaming device;	Each claim would anticipate or render obvious as to this limitation.
authenticating an identity of the first gaming device;	authenticating an identity of the gaming device;	Each claim would anticipate or render obvious as to this limitation.
generating a gaming transaction record comprising	querying a gaming software transaction database for a set of gaming software transaction	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 29	IGT Patent Claim 52	Reason for Interference
gaming transaction information;	information requested by the gaming device, said gaming software transaction database comprising a plurality of records of gaming software transactions wherein each gaming software transaction is related to a request to authorize a transfer of gaming software received by the software authorization agent; and	
sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming information to the second gaming device in response to the message;	sending the requested gaming software transaction information to the gaming device; sending an authorization message to a first gaming device wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to a second gaming device and wherein the first warning device and the second gaming a device are separate from the software authorization agent;	Each claim would anticipate or render obvious as to this limitation.
Wherein the gaming information is for a game of chance played on a gaming machine.	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine, d) a player	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 29	IGT Patent Claim 52	Reason for Interference
	tracking service on a gaming machine and e) an operating system installed on a gaming machine.	

Pending Claim 165	IGT Patent Claim 1	Reason for Interference
In an authorization agent, a method of generating a gaming transaction record used to facilitate a transfer of gaming information between two gaming devices, the method comprising	In a software authorization agent, a method of generating a gaming software transaction record used to facilitate a transfer of gaming software between two gaming devices, the method comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious the other as to the preamble recitation.
receiving a gaming transaction request from a first gaming device;	receiving a gaming software transaction request from a first gaming device;	Each claim would anticipate or render obvious as to this limitation.
authenticating an identity of the first gaming device;	authenticating an identity of the first gaming device;	Each claim would anticipate or render obvious as to this limitation.
generating a gaming transaction record comprising gaming transaction information that authorizes the transfer of gaming information from a second gaming device to the first gaming device;	generating a gaming software transaction record comprising gaming software transaction information that is used to approve or reject the transfer of gaming software from a second gaming device to the first gaming device	Each claim would anticipate or render obvious as to this limitation.
sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming	sending an authorization message to the first gaming device wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to the second gaming device and wherein the first gaming device and the second gaming device are separate from the software authorization agent;	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 165	IGT Patent Claim 1	Reason for Interference
information to the second gaming device in response to the message;		
Wherein the gaming information is for a game of chance played on a gaming machine.	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on the gaming machine.	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 165	IGT Patent Claim 52	Reason for Interference
In an authorization agent, a method of generating a gaming transaction record used to facilitate a transfer of gaming information between two gaming devices, the method comprising	In a software authorization agent, a method of providing gaming software transaction information, the method comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious the other as to the preamble recitation.
receiving a gaming transaction request from a first gaming device;	receiving a gaming software transaction information request from a gaming device;	Each claim would anticipate or render obvious as to this limitation.
authenticating an identity of the first gaming device;	authenticating an identity of the gaming device;	Each claim would anticipate or render obvious as to this limitation.
generating a gaming transaction record comprising gaming transaction information that authorizes the transfer of gaming information from a second gaming device to the first gaming device	querying a gaming software transaction database for a set of gaming software transaction information requested by the gaming device, said gaming software transaction database comprising a plurality of records of gaming software transactions wherein each gaming software transaction is	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 165	IGT Patent Claim 52	Reason for Interference
	related to a request to authorize a transfer of gaming software received by the software authorization agent; and	
sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming information to the second gaming device in response to the message;	sending the requested gaming software transaction information to the gaming device; sending an authorization message to a first gaming device wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to a second gaming device and wherein the first warning device and the second gaming a device are separate from the software authorization agent;	Each claim would anticipate or render obvious as to this limitation.
Wherein the gaming information is for a game of chance played on a gaming machine.	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on a gaming machine.	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 56	IGT Patent Claim 28	Reason for Interference
In an authorization agent, a method of regulating a transfer of gaming information between two gaming devices, the method comprising:	In a software authorization agent, a method of regulating a transfer of gaming software between two gaming devices, the method comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would

Pending Claim 56	IGT Patent Claim 28	Reason for Interference
		anticipate or render obvious the other as to the preamble recitation.
receiving a gaming information request message with gaming transaction information from a first gaming device;	receiving a gaming software download request message with gaming software transaction information from a first gaming device;	Each claim would anticipate or render obvious as to this limitation.
validating the gaming information request using the gaming transaction information; and	validating the gaming software download request using the gaming software transaction information;	Each claim would anticipate or render obvious as to this limitation.
sending an authorization message to the first gaming device wherein the authorization message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming information to the second gaming device in response to the authorization message;	sending an authorization message to the first gaming device wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to a second gaming device and wherein the first gaming device and the second gaming device are from the software authorization agent;	Each claim would anticipate or render obvious as to this limitation.
wherein the gaming information is for a game of chance played on a gaming machine.	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 56	IGT Patent Claim 28	Reason for Interference
	system installed on a gaming machine.	

Pending Claim 93	IGT Patent Claim 65	Reason for Interference
In a first gaming device, a method of requesting a transfer of gaming information from a second gaming device, said method comprising:	In a first gaming device, a method of requesting a transfer of gaming software from a second gaming device, said method comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious the other as to the preamble recitation.
generating a gaming transaction request;	generating a gaming software transaction request;	Each claim would anticipate or render obvious as to this limitation.
sending the gaming transaction request to a gaming authorization agent that authorizes the transfer of gaming software from the send gaming device; and	sending the gaming software transaction request to a gaming software authorization agent that approves or rejects the transfer of gaming software from the second gaming device; and	Each claim would anticipate or render obvious as to this limitation.
receiving a message on the first gaming device from the authorization agent wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent,	receiving an authorization message from the gaming software authorization agent wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to the second gaming device and wherein the first gaming device and the second gaming device are separate from the gaming software authorization agent;	Each claim would anticipate or render obvious as to this limitation.
wherein the gaming information is for a game of chance played on a gaming machine and;	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of	Each claim would anticipate or render obvious as to this limitation.

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Pending Claim 93	IGT Patent Claim 65	Reason for Interference
transferring the gaming information to the second gaming device in response to receiving the message.	chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine d) a player tacking service on a gaming machine and e) an operating system installed on a gaming machine.	

Pending Claim 112	IGT Patent Claim 84	Reason for Interference
In a first gaming device, a method of transferring gaming information to a second gaming device, said method comprising:	In a first gaming device, a method of transferring gaming software to a second gaming device, said method comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious the other as to the preamble recitation.
receiving a gaming transaction request;	receiving a gaming software transaction request from the second gaming device;	Each claim would anticipate or render obvious as to this limitation.
sending the gaming transaction request to a gaming authorization agent that authorizes the transfer of gaming information;	sending the gaming software transaction request to a gaming software authorization agent that approves or rejects the transfer of gaming software;	Each claim would anticipate or render obvious as to this limitation.
receiving a message on the first gaming device from the authorization agent wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the	receiving an authorization message from the gaming software authorization agent wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to the second gamma device; and	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 112	IGT Patent Claim 84	Reason for Interference
authorization agent; and		
transferring the gaming information to the second gaming device;	transferring the gaming software to the second gaming device;	Each claim would anticipate or render obvious as to this limitation.
wherein the gaming information is for a game of chance played on a gaming machine.	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on a gaming machine.	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 131	IGT Patent Claim 103	Reason for Interference
An authorization agent for facilitating the transfer of gaming information between a plurality of gaming devices, the authorization agent comprising:	A software authorization agent for facilitating the transfer of gaming software between a plurality of gaming devices, the software authorization agent comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious the other as to the preamble recitation.
a network interface allowing the authorization agent to communicate with each of the plurality of gaming devices; and	a network interface allowing the authorization agent to communicate with each of the plurality of gaming devices; and	Each claim would anticipate or render obvious as to this limitation.
a processor configured or designed to (i) receive gaming information transfer requests via the network interface from a first gaming device for the transfer of gaming from the	a processor configured at designed to (i) receive gaming software transfer requests via the network interface from a first gaming device for the transfer of gaming software	Claim 131 would anticipate or render obvious Claim 103 as to this limitation.

Pending Claim 131	IGT Patent Claim 103	Reason for Interference
first gaming device to a second gaming device (ii) approve or reject the gaming transaction request (iii) send a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming information to the second gaming device in response to the message,	from the first gaming device to a second gaming device (ii) approve or reject the gaming software transaction request; and iii) send an authorization message to the first gaming device wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to a second gaming device;	
wherein the gaming information is for a game of chance played on a gaming machine.	wherein, the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming d) a player tracking service on a gaming machine and e) an operating system installed on a gaming machine.	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 151	IGT Patent Claim 123	Reason for Interference
A first gaming device comprising:	A first gaming device comprising:	Applicant takes no position as to whether this portion of the claims constitutes a limitation. To the extent the preamble recitation constitutes a limitation, each claim would anticipate or render obvious

Pending Claim 151	IGT Patent Claim 123	Reason for Interference
		the other as to the preamble recitation.
a network interface allowing communications between the first gaming device, an authorization agent and one or more other gaming devices; and	a network interface allowing communications between the first gaming device, a software authorization agent and one or more other gaming devices; and	Each claim would anticipate or render obvious as to this limitation.
a processor configured or designed to (i) send a request for the transfer of gaming information from the first gaming device to a second gaming device via the network interface to the authorization agent (ii) receive a message from the authorization agent and (iii) transfer the gaming information to the second gaming device in response to receiving the message wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent,	a processor configured or designed to (i) send a request for the transfer of gaming software from the first gaming device to a second gaming device via the network interface to the software authorization agent (ii) receive an authorization message from the software authorization agent wherein the authorization message includes information indicating whether the first gaming device is authorized to transfer the gaming software to the second gaming device and wherein the first gaming device and the second gaming device are separate from the software authorization agent:	Each claim would anticipate or render obvious as to this limitation.
wherein the gaming information is for a game of chance played on a gaming machine.	wherein the gaming software is for at least one of a) a game of chance played on a gaming machine, b) a bonus game of chance played on a gaming machine, c) a device driver for a for a device installed on a gaming machine, d) a player tracking service on a gaming machine and e) an operating system installed on a gaming	Each claim would anticipate or render obvious as to this limitation.

Pending Claim 151	IGT Patent Claim 123	Reason for Interference
	machine.	

(4) Applicant Will Prevail on Priority – 37 CFR § 41.202(a)(4)

Applicant will prevail on priority in an interference, if declared. Applicant would be the Senior Party in an interference. In particular, the IGT patent was filed on April 3, 2002. Applicant is entitled to constructively claim priority to, *inter alia*, U.S. Application No. 09/698,507, filed October 26, 2000 entitled "CRYPTOGRAPHY AND CERTIFICATE AUTHORITIES IN GAMING MACHINES", which claims priority to U.S. Provisional Application No.: 60/161,591, filed October 26, 1999. Accordingly, Applicant can prove a constructive reduction to practice by October 26, 1999 being earlier than the earliest constructive reduction to practice of the IGT patent. For at least these reasons, Applicant will prevail on priority if an interference is declared.

Applicant further submits that the evidence for constructive reduction to practice submitted herein is not exhaustive. In the event interference is declared, Applicant reserves the right to set forth additional evidence including declarations or to rely on one or more priority applications not cited herein. For instance, the present application also includes priority claims to, *inter alia*, U.S. Application No. 08/358,242 filed December 19, 1994, as well as U.S. Application No. 09/732,650 filed December 7, 2000.

(5) Written Description/Constructive Reduction to Practice -- CFR § 41.202(a)(5),(6)

The following tables illustrate the written description support for claims in the pending application and priority applications[1]. The support for the pending application 10/658, 836 refers to the substitute specification as filed on November 15, 2006. The '507 application and the '591 provisional application share the same specification.

Pending Claim 29	
In an authorization agent, a method of generating a gaming transaction record used to facilitate a transfer	**Pending application 10/658,836** Paragraph [0147] on page 35. Discloses regulating gaming transactions comprising remote play of game between devices ("In one embodiment during play of the gaming machine 1120,

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[1]   The cited references are not exhaustive. In the event interference is declared, Applicant reserves the right to set forth additional citations or rely on one or more applications not cited herein.

of gaming information between two gaming devices, the method comprising	the remote player views a digital representation of the game being played on the gaming machine 1120.") **Priority application 09/698,507 (Oct. 2000)** p. 23, 10-18. Discloses regulating gaming transactions comprising remote play of game between devices ("in one embodiment during play of the gaming machine, the remote player views a digital representation of the game being played on the gaming machine.") **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
receiving a gaming transaction request from a first gaming device;	**Pending application 10/658,836** Paragraphs [0143]-[0144] on page 34. Describes receiving request to play a game. **Priority application 09/698,507 (Oct. 2000)** p. 22, 11-20. Describes receiving request to play a game. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
authenticating an identity of the first gaming device;	**Pending application 10/658,836** Paragraphs [0143]-[0145] on pages 34-35. Describes authentication of remote computer to allow game playing. **Priority application 09/698,507 (Oct. 2000)** p 22, 20-22. Describes authentication of remote computer to allow game playing. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
generating a gaming transaction record comprising gaming transaction information;	**Pending application 10/658,836** Paragraph [0149] on page 35. Discloses that the gaming server or gaming machine can "document information with regard to wagering during remote play." "Such information can include identification information about the remote player and amounts wagered …" **Priority application 09/698,507 (Oct. 2000)** p.23, 27-33. Discloses that the gaming server or gaming machine can "document information with regard to wagering during remote play." "Such information can include identification information about the remote player and amounts

	wagered …" **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming information to the second gaming device in response to the message;	**Pending application 10/658,836** Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming server 1110 sending an encryption key to a gaming machine 1120 for communicating with a remote machine 1150, wherein the gaming machine 1120 and the remote machine 1150 are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150. **Priority application 09/698,507 (Oct. 2000)** p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming server sending an encryption key to a gaming machine for communicating with a remote machine, wherein the gaming machine and the remote machine are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
Wherein the gaming information is for a game of chance played on a gaming machine.	**Pending application 10/658,836** Paragraph 105 on pages 23-24. Discloses a variety of games that may be played. **Priority application 09/698,507 (Oct. 2000)** p. 8, 13-15. Discloses a variety of games that may be played. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.

Pending Claim 56	
In an authorization agent, a method of regulating a transfer of gaming information between two gaming devices, the method comprising:	**Pending application 10/658,836** Paragraph [0147] on page 35. Discloses regulating gaming transactions comprising remote play of game between devices ("In one embodiment during play of the gaming machine 1120, the remote player views a digital representation of the game being played on the gaming machine 1120.") **Priority application 09/698,507 (Oct. 2000)** p. 23, lines 10-18. Discloses regulating gaming transactions

	comprising remote play of game between devices("in one embodiment during play of the gaming machine, the remote player views a digital representation of the game being played on the gaming machine.") **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
receiving a gaming information request message with gaming transaction information from a first gaming device;	**Pending application 10/658,836** Paragraphs [0143]-[0144] on page 34. Describes receiving request to play a game. **Priority application 09/698,507 (Oct. 2000)** p. 22, 11-20. Describes receiving request to play a game. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
validating the gaming information request using the gaming transaction information; and	**Pending application 10/658,836** Paragraphs [0144] on page 34. Describes validation of remote computer to allow game playing. **Priority application 09/698,507 (Oct. 2000)** p 22, 20-22. Describes validation of remote computer to allow game playing. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
sending an authorization message to the first gaming device wherein the authorization message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming information to the second gaming device in response to the authorization	**Pending application 10/658,836** Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming server 1110 sending an encryption key to a gaming machine 1120 for communicating with a remote machine 1150, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150, after receiving the key. **Priority application 09/698,507 (Oct. 2000)** p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming server sending an encryption key to a gaming machine for communicating with a remote machine, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine, after receiving the key.

message;	**Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
wherein the gaming information is for a game of chance played on a gaming machine.	**Pending application 10/658,836** Paragraph 105 on pages 23-24. Discloses a variety of games that may be played. **Priority application 09/698,507 (Oct. 2000)** p. 8, 13-15. Discloses a variety of games that may be played. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.

Pending Claim 93	
In a first gaming device, a method of requesting a transfer of gaming information from a second gaming device, said method comprising:	**Pending application 10/658,836** Paragraphs [0142]-[0143] on pages 34. Discloses that a remote gaming machine makes a request to a gaming server to play a specific gaming machine. **Priority application 09/698,507 (Oct. 2000)** p.21, line 29 to p. 22, line 10. Discloses that a remote gaming machine 150 makes a request to a gaming server 110 to play a specific gaming machine 120. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
generating a gaming transaction request;	**Pending application 10/658,836** Paragraph [0149] on page 35. Discloses that the gaming server or gaming machine can "document information with regard to wagering during remote play." "Such information can include identification information about the remote player and amounts wagered …" **Priority application 09/698,507 (Oct. 2000)** p.23, 27-33. Discloses that the gaming server or gaming machine can "document information with regard to wagering during remote play." "Such information can include identification information about the remote player and amounts wagered …" **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
sending the gaming transaction request to a	**Pending application 10/658,836** Paragraphs [0143]-[0144] on page 34. Describes sending

gaming authorization agent that authorizes the transfer of gaming software from the send gaming device; and	request to gain access to <u>play</u> a game at the server. Also discloses allowing or rejecting access. **Priority application 09/698,507 (Oct. 2000)** p. 22, 11-20. Describes sending request to gain access to <u>play</u> a game at the server. Also discloses allowing or rejecting access. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
receiving a message on the first gaming device from the authorization agent wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent,	**Pending application 10/658,836** Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming server 1110 sending an encryption key to a gaming machine 1120 for communicating with a remote machine 1150, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150. **Priority application 09/698,507 (Oct. 2000)** p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming server sending an encryption key to a gaming machine for communicating with a remote machine, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
wherein the gaming information is for a game of chance played on a gaming machine and; transferring the gaming information to the second gaming device in response to receiving the message.	**Pending application 10/658,836** Paragraph 105 on pages 23-24. Discloses a variety of games that may be played. **Priority application 09/698,507 (Oct. 2000)** p. 8, 13-15. Discloses a variety of games that may be played. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.

Pending Claim 112	
In a first gaming device, a method of transferring gaming information to a second gaming device, said	**Pending application 10/658,836** Paragraphs [0142]-[0143] on pages 34. Discloses that a remote gaming machine makes a request to a gaming server to play a specific gaming machine. The gaming machine or the gaming

method comprising:	server then transfers information related to the game offered by the gaming machine to the remote gaming machine. **Priority application 09/698,507 (Oct. 2000)** p.21, line 29 to p. 22, line 10. Discloses that a remote gaming machine 150 makes a request to a gaming server 110 to play a specific gaming machine 120. The gaming machine 120 or the gaming server 110 then transfers information related to the game offered by the gaming machine 120 to the remote gaming machine 150. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
receiving a gaming transaction request;	**Pending application 10/658,836** Paragraphs [0143]-[0144] on page 34. Describes receiving request to play a game. **Priority application 09/698,507 (Oct. 2000)** p. 22, 11-20. Describes receiving request to play a game. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
sending the gaming transaction request to a gaming authorization agent that authorizes the transfer of gaming information;	**Pending application 10/658,836** Paragraphs [0143]-[0144] on page 34. Describes sending request to gain access to play a game at the server. Also discloses allowing or rejecting access. **Priority application 09/698,507 (Oct. 2000)** p. 22, 11-20. Describes sending request to gain access to play a game at the server. Also discloses allowing or rejecting access. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
receiving a message on the first gaming device from the authorization agent wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the	**Pending application 10/658,836** Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming machine 1120 receiving an encryption key from a gaming server 1110 for communicating with a remote machine 1150, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150. **Priority application 09/698,507 (Oct. 2000)** p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming machine receiving an encryption key from a gaming

authorization agent; and	server for communicating with a remote machine, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
transferring the gaming information to the second gaming device;	**Pending application 10/658,836** Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming machine 1120 receiving an encryption key from a gaming server 1110 for communicating with a remote machine 1150, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150. **Priority application 09/698,507 (Oct. 2000)** p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming machine receiving an encryption key from a gaming server for communicating with a remote machine, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
wherein the gaming information is for a game of chance played on a gaming machine.	**Pending application 10/658,836** Paragraph 105 on pages 23-24. Discloses a variety of games that may be played. **Priority application 09/698,507 (Oct. 2000)** p. 8, 13-15. Discloses a variety of games that may be played. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.

Pending Claim 131	
An authorization agent for facilitating the transfer of gaming information between a plurality of gaming devices, the authorization agent comprising:	**Pending application 10/658,836** Paragraphs [0142], [0143], and [0147] on pages 34-35. Discloses a gaming server regulating gaming transactions comprising remote play of game between devices ("In one embodiment during play of the gaming machine 1120, the remote player views a digital representation of the game being played on the gaming machine 1120.")

	Priority application 09/698,507 (Oct. 2000) p.21, line 29 to p. 22, line 10; p. 23, lines 10-18. Discloses a gaming server regulating gaming transactions comprising remote play of game between devices ("In one embodiment during play of the gaming machine, the remote player views a digital representation of the game being played on the gaming machine.") **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
a network interface allowing the authorization agent to communicate with each of the plurality of gaming devices; and	**Pending application 10/658,836** Paragraphs [0105] and [0138] on pages 23 and 30. Discloses server with network bus and communications link to a remote computer. Discloses a network linking the gaming server to a plurality of gaming machines. **Priority application 09/698,507 (Oct. 2000)** p. 8, lines 5-11; p. 17, lines 4-9. Discloses server with network bus and communications link to a remote computer. Discloses a network linking the gaming server to a plurality of gaming machines. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
a processor configured or designed to (i) receive gaming information transfer requests via the network interface from a first gaming device for the transfer of gaming from the first gaming device to a second gaming device (ii) approve or reject the gaming transaction request (iii) send a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the	**Pending application 10/658,836** Paragraph [0105] on page 23. Describes gaming server as a micro-computer or a network server. Paragraphs [0143]-[0144] on page 34. Describes receiving request to play a game. Paragraphs [0143]-[0145] on pages 34-35. Describes validation of remote computer to allow game play. Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming server 1110 sending an encryption key to a gaming machine 1120 for communicating with a remote machine 1150, wherein the gaming machine 1120 and the remote machine 1150 are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150. **Priority application 09/698,507 (Oct. 2000)** p. 8, lines 5-6. Describes gaming server as a micro-computer or

second gaming device are separate from the authorization agent, whereby the first gaming device transfers the gaming information to the second gaming device in response to the message,	a network server. p. 22, 11-20. Describes receiving request to <u>play</u> a game. p 22, 20-22. Describes validation of remote computer to allow game play. p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming server sending an encryption key to a gaming machine for communicating with a remote machine, wherein the gaming machine and the remote machine are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
wherein the gaming information is for a game of chance played on a gaming machine.	**Pending application 10/658,836** Paragraph 105 on pages 23-24. Discloses a variety of games that may be played. **Priority application 09/698,507 (Oct. 2000)** p. 8, 13-15. Discloses a variety of games that may be played. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.

Pending Claim 151	
A first gaming device comprising:	**Pending application 10/658,836** Paragraphs [0142]-[0143] on pages 34. Discloses that a remote gaming machine makes a request to a gaming server to play a specific gaming machine. **Priority application 09/698,507 (Oct. 2000)** p.21, line 29 to p. 22, line 10. Discloses that a remote gaming machine 150 makes a request to a gaming server 110 to play a specific gaming machine 120. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
a network interface allowing communications between the first gaming device, an authorization agent and one	**Pending application 10/658,836** Paragraph 105 on pages 23-24. Discloses a network linking a gaming server to a plurality of gaming machines.

or more other gaming devices; and	**Priority application 09/698,507 (Oct. 2000)** p. 8, 5-11. Discloses a network linking a gaming server to a plurality of gaming machines. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
a processor configured or designed to (i) send a request for the transfer of gaming information from the first gaming device to a second gaming device via the network interface to the authorization agent (ii) receive a message from the authorization agent and (iii) transfer the gaming information to the second gaming device in response to receiving the message wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent,	**Pending application 10/658,836** Paragraph [0105] on page 23. Discloses gaming machines as stand alone gaming machines that are networked via a network bus. Paragraphs [0143]-[0144] on page 34. Describes sending request to play a game. Paragraphs [0143]-[0145] on pages 34-35. Describes validation of remote computer to allow game play. Paragraphs [0118], [0143]-[0145], and [0149]. Discloses a gaming server 1110 sending an encryption key to a gaming machine 1120 for communicating with a remote machine 1150, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine 1120 then transfers information encrypted using the key to the remote machine 1150. **Priority application 09/698,507 (Oct. 2000)** p. 8, 11-15. Discloses gaming machines as stand alone gaming machines that are networked via a network bus. p. 22, 11-20. Describes sending request to play a game. p 22, 20-22. Describes validation of remote computer to allow game play. p. 12, lines 4-16; p. 22, lines 11-30; p. 23, lines 24-32. Discloses a gaming server sending an encryption key to a gaming machine for communicating with a remote machine, wherein the first gaming device and the second gaming device are separate from the gaming server. The gaming machine then transfers information encrypted using the key to the remote machine. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.
wherein the gaming	**Pending application 10/658,836** Paragraph 105 on pages 23-24. Discloses a variety of games that

information is for a game of chance played on a gaming machine.	may be played. **Priority application 09/698,507 (Oct. 2000)** p. 8, 13-15. Discloses a variety of games that may be played. **Provisional application 60/161,591 (Oct. 1999)** Same as '507 application.

I.

II. CONCLUSION

In view of Applicant's remarks, it is respectfully submitted that Applicant has submitted all information required under 37 C.F.R. § 41.202 and listed in the Office Action to comply with the Examiner's request. Should the Examiner have any remaining concerns, the Examiner is respectfully invited to contact the undersigned at the telephone number appearing below. Please charge any additional fees, including any fees for additional extension of time, or credit overpayment to Deposit Account No. 11-1410.

Respectfully submitted,

KNOBBE, MARTENS, OLSON & BEAR, LLP

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